

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-54 (canceled).

Claim 55 (previously presented): A gaming device comprising:

a display device;

an input device;

a memory device; and

a processor operatively coupled to the display device, the input device, and the memory device, the processor being programmed to:

- (a) cause the display device to display a plurality of reels, each one of the reels displaying a plurality of symbols including a first symbol and a second symbol,
- (b) receive a wager,
- (c) cause the display device to display the reels moving,
- (d) cause the display device to display the reels stopped so as to cause the stopped reels to display a plurality of combinations of the symbols,
- (e) receive a player input from the input device, the player input being associated with a movement of a first symbol displayed on one of the stopped reels, the movement occurring relative to at least said stopped reel,
- (f) cause the display device to display a third symbol other than the first symbol, the second symbol or any one of the other symbols of the reels;
- (g) cause the display device to display the movement of the first symbol;
- (h) cause the display device to display an interaction between the first symbol and the third symbol, the interaction being affected by the player input;

- (i) select the second symbol based, at least in part, on the interaction, thereby changing the second symbol so as to change at least one of the combinations of symbols to a different one of the combinations of symbols,
- (j) evaluate the different combination of symbols, and
- (k) determine whether a payout is due based, at least in part, on the evaluation.

Claim 56 (previously presented): The gaming device of Claim 55, wherein the movement includes simulated movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 57 (previously presented): The gaming device of Claim 55, wherein the player input includes a steering input receivable by the processor to control a direction of travel of the first symbol.

Claim 58 (canceled).

Claim 59 (previously presented): The gaming device of Claim 55, which includes a simulation of the first symbol causing the third symbol to move to the second symbol, the processor being programmed to cause the display device to display the simulation.

Claim 60 (canceled).

Claim 61 (previously presented): A system comprising:

at least one processor; and

at least one data storage device operatively coupled to the processor, the data storage device storing a plurality of instructions which are executable to:

- (a) cause a plurality of reels to be displayed, each one of the reels displaying a plurality of symbols including a first symbol and a second symbol,
- (b) receive a wager,
- (c) cause the reels to be displayed as moving,
- (d) cause the reels to be displayed as stopped so as to cause the stopped reels to display a plurality of combinations of the symbols,
- (e) receive a player input from the input device, the player input being associated with a movement of the first symbol displayed on one of the stopped reels, the movement occurring relative to at least said stopped reel,
- (f) cause a third symbol to be displayed, the third symbol being other than the first symbol, the second symbol or any one of the other symbols of the reels,
- (g) cause the movement of the first symbol to be displayed,
- (h) cause an interaction to be displayed, the interaction occurring between the first symbol and the third symbol, the interaction being affected by the player input,
- (i) select the second symbol based, at least in part, on the interaction, thereby changing the second symbol so as to change at least one of the combinations of symbols to a different one of the combinations of symbols,
- (j) evaluate the different combination of symbols, and
- (k) determine whether a payout is due based, at least in part, on the evaluation.

Claim 62 (previously presented): The system of Claim 61, wherein the movement includes simulated movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 63 (previously presented): The system of Claim 61, wherein the player input includes a steering input receivable by the processor to control a direction of travel of the first symbol.

Claim 64 (canceled).

Claim 65 (currently amended): The ~~gaming device~~ system of Claim 61, which includes a simulation of the first symbol causing the third symbol to move to the second symbol, the data storage device storing at least one additional instruction which is executable to cause the simulation to be displayed.

Claim 66 (canceled).

Claim 67 (previously presented): A method of a gaming device comprising:

- causing a plurality of reels to be displayed, wherein each one of the reels displays a plurality of symbols including a first symbol and a second symbol;
- receiving a wager;
- displaying the reels moving;
- displaying the reels as stopped so as to cause the stopped reels to display a plurality of combinations of the symbols;
- receiving a player input from the input device, wherein the player input is associated with a movement of the first symbol displayed on one of the stopped reels, wherein the movement occurs relative to at least said stopped reel;
- displaying a third symbol other than the first symbol, the second symbol or any one of the other symbols of the reels;
- displaying the movement of the first symbol;
- displaying an interaction between the first symbol and the third symbol, wherein the interaction is affected by the player input;
- selecting the second symbol based, at least in part, on the interaction, thereby changing the second symbol so as to change at least one of the combinations of symbols to a different one of the combinations of symbols;
- evaluating the different combination of symbols; and
- determining whether a payout is due based, at least in part, on the evaluation.

Claim 68 (previously presented): The method of Claim 67, wherein displaying the movement includes simulating a movement selected from the group consisting of an angular movement, a rotational movement, orientation, a spinning movement, a forward movement, a backward movement, a left movement, and a right movement.

Claim 69 (previously presented): The method of Claim 67, wherein receiving the player input includes receiving a steering input to control a direction of travel of the first symbol.

Claim 70 (canceled).

Claim 71 (previously presented): The method of Claim 67, which includes displaying a simulation of the first symbol causing the third symbol to move to the second symbol.

Claim 72 (canceled).